

REMARKS

This Amendment is in response to the Office Action mailed February 23, 2010. May 23, 2010 being a Sunday, the present amendment is timely filed on May 24, 2010, without an extension of time.

Claims 1-5, 8-12, 63-65 and 108 were rejected as being unpatentable over Mockapetris in view of Nguyen. Reconsideration and withdrawal of these rejections are respectfully requested.

Mockapetris is relied on, in the outstanding Office Action, for its teaching of a multicast algorithm and Nguyen is relied on for its alleged teaching of a multicast system within a gaming environment, in which a client terminal is a gaming machine. The previous amendment set forth the shortcomings of the Nguyen reference and these are incorporated herein by reference, as if repeated here in full.

In the "*Response to Arguments*" section, the Examiner points out that while Mockapetris discloses "sending more than one transaction packet to each of the servers, Mockapetris does not fail to disclose sending one transaction packet. That is, claim 1 is not limited to sending one and only one transaction packet to the central servers. For at least this reason, the rejection of claim 1 is maintained."

Responsive to the Examiner's point, claim 1 has been amended to recite:

each of the at least one gaming machine being configured to play at least one game and to carry out a game transaction for each game played and to commit each game transaction to each of the at least two central servers by sending a separate a single transaction packet to each of the at least two central servers, each of the separate single transaction packets packet sent to each of the at least two central servers including an identical inbound game payload

Now claim 1 is, in fact, limited to the gaming machines committing each game transaction to each of the central servers by sending a single transaction packet to each of the central servers, each of which including an identical inbound game payload. Claim 1 now clearly distinguishes over Mockapetris, in the very manner suggested by the Examiner.

Each of the other independent claims have been amended in a similar fashion.

In the second full paragraph, the Examiner stated that the undersigned had not cited a passage in Mockapetris in support of the proposition that, in Mockapetris, “Each ACK signal is equally important, as each must be received by the sending host so the sending hosts will know that each of the target host to which it has just broadcast (the duplicate transmission) has well received the transmission”. In opposition to this assertion, the Office points to Mockapetris on page 152, Column 2 that an important goal of his system is to “optimize the multicast potential of the medium without incurring excessive cost in terms of processing events in the receives of the distribution”. The Examiner then added “With that goal explicit, a single acknowledgment would be sufficient to complete a transaction”.

1) With regard to the passage in support of the assertion that each ACK in Mockapetris must be acknowledged, the undersigned submits the following.

Under the header “Simulation algorithms”, Mockapetris states that “Lost packets, whether distributions or ACKs, will result in 2 additional transmissions and 4 packet events”. (Page 153, Column 2). Therefore, if any ACK is not received, the sender will send 2 additional transmissions, resulting in 4 packet events. Under the heading “Separate acknowledgement algorithms”, Mockapetris states that “The archetypes of multicast algorithms for a local network rely on various types of one-to-many distribution followed by one-to-one ACKs. The message is distributed in one transmission, N ACKs are subsequently returned... In general, the cost of

acknowledgements is greater than the cost of the message distribution". That is, the very multicast schemes advocated in this paper rely upon sending N distributions followed by reception of an ACK for each and every distribution. Saturation algorithms and Negative acknowledgement algorithms, which are the other acknowledgement strategies discussed in Mockapetris, do not use ACKs and are thus outside of the scope of the claims.

2) With regard to Mockapetris' statement on page 152, Column 2 that an important goal of his system is to "optimize the multicast potential of the medium without incurring excessive cost in terms of processing events in the receivers of the distribution" and the Examiner assertion that "With that goal explicit, a single acknowledgment would be sufficient to complete a transaction", the undersigned respectfully submits the following.

Two issues arise here. The first issue is that Mockapetris seeks to minimize cost in terms of processing events in the receivers of the distribution; namely, the target hosts. To the contrary, the claims relate to the processing of the ACKs at the senders - the gaming machines, and not at the receivers of the transaction payload - the central servers. Indeed, it is the senders that receive the ACKs back, not the receivers. As applied to the present claims, Mockapetris' stated goal would be to avoid incurring excessive costs in terms of processing events in the central servers, with which the pending claims are unconcerned.

The second issue is the manner in which Mockapetris achieves his stated goal. Indeed, the very next sentence in Mockapetris tells us how that stated goal is achieved: through measures to improve the probability that transmissions are successful and measures to rapidly discard irrelevant or duplicate transmissions. Here, Mockapetris refers to the outbound transmissions; i.e., from the sending host to the target processes – not the manner in which ACKs are received and processed. The next paragraph deals with acknowledgements and states that "special

acknowledgement algorithms may be justified”, referring to the four acknowledgement algorithms discussed further in the Mockapetris paper and earlier in these remarks; namely, “Simulation algorithms”, “Separate acknowledgement algorithms”, “Saturation algorithms” and “Negative acknowledgement algorithms”.

It is believed that claim 1 defines an online gaming system that finds no counterpart in the applied Mockapetris-Nguyen combination. Indeed, the applied combination of references fails to teach or to suggest any embodiment in which each game transaction is committed to each of at least two central servers by sending a single transaction packet to each of the central servers, and in which the at least two central servers, upon receipt of the inbound game payload, are configured to return a single outbound game payload to the gaming machine having sent the transaction packet, to enable the gaming machine having sent the transaction packet to complete the game transaction. The gaming machines, moreover, are recited to be configured such that a first arriving outbound payload received by a gaming machine is effective to complete the game transaction, irrespective of when and if a second later arriving outbound payload is received by the same gaming machine. Even Nguyen as applied to Mockapetris’ multicast system and various acknowledgement algorithms fails to teach returning a single ACK (corresponding to the claimed “outbound game payload”) and fails to teach that a first arriving ACK is effective to complete the transaction. Failing such, the 35 USC §103(a) rejection of the claims should be, it is respectfully submitted, reconsidered and withdrawn.

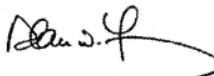
The remaining claims contain similar recitations and are also believed to be allowable over the applied combination of references.

Claims 79 and 109 have also been amended in a similar manner. Therefore, even when Mockapetris is combined with the synchronization between servers of San Andres, claims 79 and

109 are also believed to be allowable, as incorporating the above-discussed subject matter that is unsuggested by the combination.

Applicants' attorney believes that the present application is now in condition for allowance and passage to issue. If any unresolved issues remain, the Examiner is respectfully invited to contact the undersigned attorney of record at the telephone number indicated below, and whatever is required will be done at once.

Respectfully submitted,



Date: May 24, 2010

By: _____

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